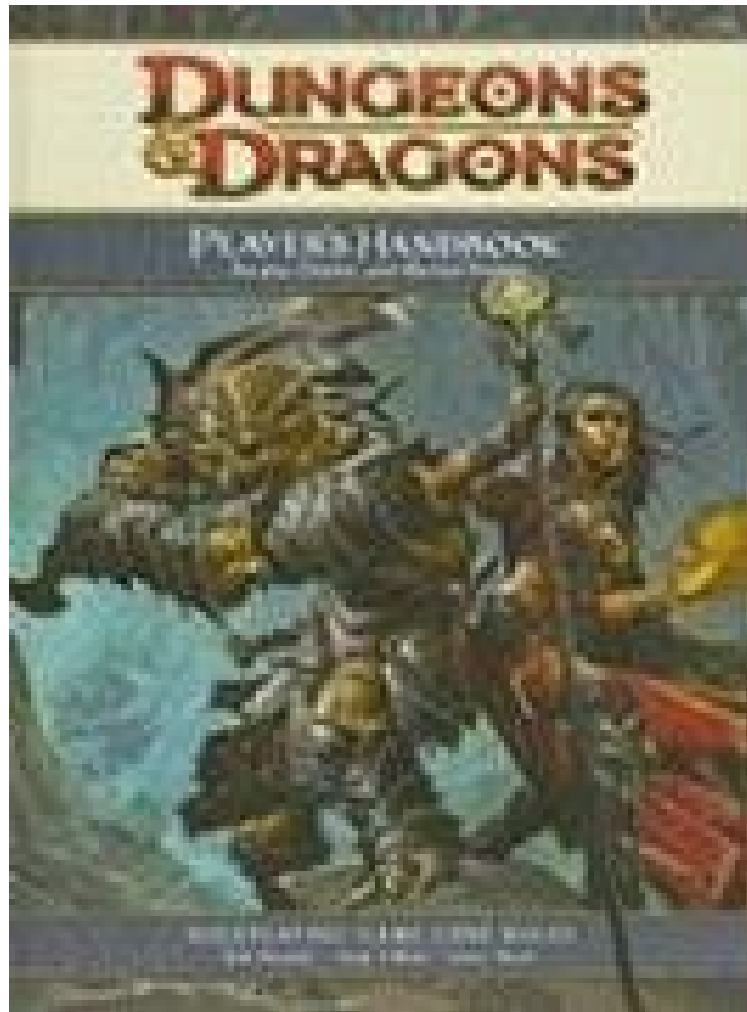


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## Dungeons Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules)

*Rob Heinsoo, Andy Collins, James Wyatt*  
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#36764 in Books Wizards of the Coast Model: 21736 2008-06-06 2008-06-06 Original language: English PDF # 1 11.20 x .90 x 8.60l, 2.36 #File Name: 0786948671317 pages DD Player's Handbook, Role-Playing, Fantasy, Books, Dungeons Dragons 4th Edition RPG, Strategy Games, Dungeons Dragons RPG | File size: 58.Mb

**Rob Heinsoo, Andy Collins, James Wyatt : Dungeons Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Dungeons Dragons Player's Handbook: Arcane, Divine, and Martial Heroes (Roleplaying Game Core Rules):

1 of 1 people found the following review helpful. My yearly 4th Eddition purchase! By Thomas W. Webb Going on my

5th year of running DD Summer Camps Each kid gets there own PHB, miniature, t-shirt, dice and more! So much fun!  
4th edition, is easy to learn and easy to prepare, that is the perfect combination for camp! In addition my adult group is still getting a lot of mileage from 4e love it!  
0 of 0 people found the following review helpful. Great beginning product for getting into DnD.  
By Jake and Janel Jones I very much enjoy 4e. It may not be the most versatile of the systems, but it is fun none the less. When you appreciate it for what is trying to accomplish you can enjoy it more. From the new DM standpoint, I am very happy it exists. My plan was to run this for a while before moving either to the new DD edition, or trying 3.5. For new players the starting levels from 4e are very easy to understand, I picked up sleeves to put power cards in. Our group is very new over all and having something to sharpen our skills on before trying tougher systems is great. My plan is to buy fifth edition as our next place to go. I have been reading through the published adventures and have been very happy with the ease or reading and running these. If you've been playing forever, my advice is to jump over 4e. If you haven't played much before, or are planning on starting to run for the first time. Then I advise picking up 4e and giving it a shot. You might not stay on the system for a very long time, but it will get you used to being behind the screen and running an adventure.  
0 of 0 people found the following review helpful. Five Stars  
By Customer If you like playing DD but can't afford the 5th edition. This is great!

The first of three core rulebooks for the 4th Edition Dungeons Dragons Roleplaying Game. The Dungeons Dragons Roleplaying Game has defined the medieval fantasy genre and the tabletop RPG industry for more than 30 years. In the DD game, players create characters that band together to explore dungeons, slay monsters, and find treasure. The 4th Edition DD rules offer the best possible play experience by presenting exciting character options, an elegant and robust rules system, and handy storytelling tools for the Dungeon Master. The Player's Handbook presents the official Dungeons Dragons Roleplaying Game rules as well as everything a player needs to create DD characters worthy of song and legend: new character races, base classes, paragon paths, epic destinies, powers, more magic items, weapons, armor, and much more.